AMENDMENTS TO THE CLAIMS

Please amend claims 116, 121-122, 126-127, 131-132, and 136-137 as follows:

1-115. (Cancelled)

116. (Currently Amended) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving an input specifying a Random Motion behavior, the Random Motion behavior indicating how to change a value of a position parameter of the object over time based on a partially-random motion path and a speed at which the object moves along the motion path, wherein the speed is specified by a drag parameter that shrinks or enlarges the motion path as a whole without changing the shape of the motion path, and wherein a length of the motion path is specified by an amount parameter wherein a higher value of the amount parameter results in the motion path being longer and the object moving faster, and wherein a shape of the motion path is determined by a random seed, a noisiness parameter that determines a level of jaggedness along the motion path, and a frequency parameter that determines a crookedness of the motion path, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter;

animating the object by changing the value of the position parameter of the object over time according to the Random Motion behavior; and

outputting the animated object.

117-120. (Cancelled)

121. (Currently Amended) A computer program product for animating an object, the computer program product comprising a computer-readable storage medium containing computer program code for:

receiving an input specifying a Random Motion behavior, the Random Motion behavior indicating how to change a value of a position parameter of the object over time based on a partially-random motion path and a speed at which the object moves along the motion path, wherein the speed is specified by a drag parameter that shrinks or enlarges the motion path as a whole without changing the shape of the motion path, and wherein a length of the motion path is specified by an amount parameter wherein a higher value of the amount parameter results in the motion path being longer and the object moving faster, and wherein a shape of the motion path is determined by a random seed, a noisiness parameter that determines a level of jaggedness along the motion path, and a frequency parameter that determines a crookedness of the motion path, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter;

animating the object by changing the value of the position parameter of the object over time according to the Random Motion behavior; and

outputting the animated object.

122. (Currently Amended) A system for animating an object, the system comprising:

a machine-readable storage medium storing computer program code for performing a method, the method comprising:

receiving an input specifying a Random Motion behavior, the Random Motion behavior indicating how to change a value of a position parameter of the object over time based on a partially-random motion path and a speed at which the object moves along the motion path, wherein the speed is specified by a drag parameter that shrinks or enlarges the motion path as a whole without changing the shape of the motion path, and wherein a length of the motion path is specified by an amount parameter wherein a higher value of the amount parameter results in the motion path being longer and the object moving faster, and wherein a shape of the motion path is determined by a random seed, a noisiness parameter that determines a level of jaggedness along the motion path, and a frequency parameter that determines a crookedness of the motion path, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter;

animating the object by changing the value of the position parameter of the object over time according to the Random Motion behavior; and

outputting the animated object; and

a processor configured to execute the computer program code stored by the machine-readable storage medium.

123. (Previously Presented) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving an input specifying a Random Motion behavior, the Random Motion behavior indicating how to change a value of a position parameter of the object over time based on a partially-random motion path, wherein a shape of the motion path is determined by a random seed and a frequency parameter that determines a crookedness of the motion path, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter;

animating the object by changing the value of the position parameter of the object over time according to the Random Motion behavior; and

outputting the animated object.

124. (Cancelled)

125. (Previously Presented) The method of claim 123, wherein the Random Motion behavior can be further configured regarding a noisiness parameter, which determines a level of jaggedness along the motion path, and wherein a higher value of the noisiness parameter results in the motion path being more jagged.

126. (Currently Amended) The method of claim 123, wherein the Random Motion behavior can be further configured regarding an amount parameter, which determines a length of the motion path, and wherein a higher value of the amount parameter results in the motion path being longer and the object moving faster.

127. (Currently Amended) The method of claim 123, wherein the Random Motion behavior can be further configured regarding a drag parameter that shrinks or enlarges the motion path as a

whole without changing the shape of the motion path, which determines a speed at which the object moves along the motion path.

128. (Previously Presented) A computer program product for animating an object, the computer program product comprising a computer-readable storage medium containing computer program code for:

receiving an input specifying a Random Motion behavior, the Random Motion behavior indicating how to change a value of a position parameter of the object over time based on a partially-random motion path, wherein a shape of the motion path is determined by a random seed and a frequency parameter that determines a crookedness of the motion path, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter;

animating the object by changing the value of the position parameter of the object over time according to the Random Motion behavior; and

outputting the animated object.

129. (Cancelled)

130. (Previously Presented) The computer program product of claim 128, wherein the Random Motion behavior can be further configured regarding a noisiness parameter, which determines a level of jaggedness along the motion path, and wherein a higher value of the noisiness parameter results in the motion path being more jagged.

131. (Currently Amended) The computer program product of claim 128, wherein the Random Motion behavior can be further configured regarding an amount parameter, which determines a length of the motion path, and wherein a higher value of the amount parameter results in the motion path being longer and the object moving faster.

132. (Currently Amended) The computer program product of claim 128, wherein the Random Motion behavior can be further configured regarding a drag parameter that shrinks or enlarges the motion path as a whole without changing the shape of the motion path, which determines a speed at which the object moves along the motion path.

133. (Previously Presented) A system for animating an object, the system comprising:

a machine-readable storage medium storing computer program code for performing a method, the method comprising:

receiving an input specifying a Random Motion behavior, the Random Motion behavior indicating how to change a value of a position parameter of the object over time based on a partially-random motion path, wherein a shape of the motion path is determined by a random seed and a frequency parameter that determines a crookedness of the motion path, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter;

animating the object by changing the value of the position parameter of the object over time according to the Random Motion behavior; and

outputting the animated object; and

a processor configured to execute the computer program code stored by the machine-readable storage medium.

134. (Cancelled)

135. (Previously Presented) The system of claim 133, wherein the Random Motion behavior can be further configured regarding a noisiness parameter, which determines a level of jaggedness along the motion path, and wherein a higher value of the noisiness parameter results in the motion path being more jagged.

136. (Currently Amended) The system of claim 133, wherein the Random Motion behavior can be further configured regarding an amount parameter, which determines a length of the motion path, and wherein a higher value of the amount parameter results in the motion path being longer and the object moving faster.

137. (Currently Amended) The system of claim 133, wherein the Random Motion behavior can be further configured regarding a drag parameter that shrinks or enlarges the motion path as a whole without changing the shape of the motion path, which determines a speed at which the object moves along the motion path.